# Signature Backedges

- Adding a new method increments the world counter and starts invalidating intersecting method signatures

- Compute all methods that were assuming this signature would cause a MethodError

- Remove from the method fast-dispatch caches

- Disable usage of old inference result in future worlds (truncate the max age)

- Recurse over all backedges

# Incremental Backedges

- Precompilation adds another twist

- Can't store backedges, invert and flatten graph, then invert again to restore

- Validate edges:

  - Check that method intersection wouldn't have returned a new method

  - ~~Recursively verify that the target result also wasn't affected by the addition of a new method~~ (flattened)

  - Unlike typical usage, world counter on reload is not ordered. More expensive and complex world comparison required.

  - Computed by `lowerbound_dependent_world_set`: given an ordered world in the current process, determine the nearest unordered world that was visible in the compile process